

## Kerbal Space Program - Bug #333

### Axis Mapping for Controllers doesn't display correctly if using more than one device.

03/09/2013 02:12 PM - purpletarget

<b>Status:</b>	Closed	<b>Start date:</b>	03/09/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

What Happens: When binding inputs to axis controllers when more than one controller is connected, the program displays the wrong controller name. Binding works, and the controllers perform correctly. Just the labeling of the joystick or pedals is reversed both in game UI for control settings, as well as config file.

#### Replicate:

Connect two input controllers for use in game. My case I use X52 Joystick/throttle set, and Saitek Rudder Pedals. (Also occurred with X52 and Logitech Nascar Racing wheel)

Go to control settings in game.

Bind any axis to one of the controllers. ie: Bind roll to x52. UI will display Rudder Pedal Controller.

Bind another axis like roll to other controller. ie: Bind Yaw to Rudder Pedals. UI will display X52.

Go into game and test controls to actual ship effects. Controls will perform according to the mapping that was actually set, not displayed. ( X52 will control roll as assigned, Pedals will control Roll)

Low priority as is mostly a cosmetic issue.

#### History

##### #1 - 03/24/2013 07:42 AM - sal\_vager

- Status changed from New to Confirmed
- Severity changed from Petty to Very Low
- % Done changed from 0 to 10
- Version set to 0.19.1
- Platform Any added

I can confirm this activity in Linux, Ubuntu 12.10

With two controllers attached, KSP will show the other controller when setting axis bindings, the controller used will be correct in the flight scene however.

Controllers used for this test were a Logitech Wingman Extreme and a Logitech dual gamepad.

##### #2 - 11/20/2015 07:57 PM - Squelch

- Status changed from Confirmed to Resolved
- % Done changed from 10 to 100

Controller settings have changed significantly since this report, and recent changes allow for multiple axes over multiple devices.

##### #3 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed